

Accessories and Modifications

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Rules for the D20 Star Wars Roleplaying Game

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Accessories and Modifications

High-Quality Items

You can create a high-quality item (an item that conveys a bonus to its use through its exceptional craftsmanship). To create a high-quality version of an item, you create the high-quality component as if it were a separate item in addition to the standard item (as per the Craft rules for creating an item). This can be done either during the item's initial construction or added later as a modification. The high-quality component has its own price (outlined below for each type of item) and Craft DC (20). Once the high-quality component is completed and added to a completed standard item, that item gains the high-quality benefits outlined below.

Note that, according to the Craft rules, you only pay 1/3rd of the market value of the high-quality component in raw materials, just as you only pay 1/3rd the market price of any other item when constructing it yourself. If a character modifies a high-quality item in order to improve its bonus, he only pays the *difference* in the costs of the two bonuses (e.g., if improving a +2 bonus to a +3 bonus, you only pay the difference in the costs for a +3 and a +2).

Note: The Craft rules in the Core Rulebook apparently have an error. The "work-value" of an item should be equal to its price *divided* by 10, not *multiplied* by 10. Using the values listed in the book it would take the better part of a year just to build a blaster rifle!

The "work-value" of the high-quality component of an item is equal to twice its value (unless otherwise listed in its description). There is a minimum number of Craft skill ranks (*not* total skill bonus, only the actual ranks) required to make high-quality items. This is listed on the tables below.

Weapons

A high-quality weapon has an equipment bonus to its attack rolls (representing increased accuracy or alignment or improved fire control), damage rolls (representing improvements in power output and efficiency, providing more energy per shot and greater penetration), or both. The bonuses are separate, but neither one can exceed +5. The value of a high-quality weapon is rated by its bonuses (calculate each separately on the table below, then add the values):

Bonus	Min. # Craft Ranks	Cost
+1	6	1,500
+2	9	3,000
+3	12	6,000
+4	15	12,000
+5	18	24,000

Example: A technician decides to modify a blaster rifle, augmenting its accuracy and power output. He decides to add a +2 bonus to attack rolls and a +1 bonus to damage rolls. This would cost a total of 4,500 credits (3,000 for the +2 attack bonus, 1,500 for the +1 damage bonus) and he would have to have a minimum of 9 ranks in Craft: Weapons to perform this modification.

Armor

A high-quality armor adds an equipment bonus to its armor defense bonus (i.e., high-quality stormtrooper armor with a +2 equipment bonus would have a total defense bonus of +8):

Bonus	Min. # Craft Ranks	Cost
+1	6	1,500
+2	9	3,000
+3	12	6,000
+4	15	12,000
+5	18	24,000

Also, all high-quality armor has its *armor check penalty* reduced by one point (e.g., a -2 armor check penalty is reduced to a -1 penalty). This can be further improved by building the armor out of *light materials*.

- *Light materials* reduce the weight of the armor by 25%, reduce the armor check penalty by 2 points (total), and increase the maximum Dexterity bonus by +1. This costs as much as the base cost of the armor (i.e., it would cost an additional 2,000 credits to design padded battle armor with light materials).
- *Very light materials* reduce the weight of the armor by 50%, reduce the armor check penalty by 3 points (total), and increase the maximum Dexterity bonus by +2. This costs twice as much as the base cost of the armor (i.e., it would cost an additional 4,000 credits to design padded battle armor with light materials).

Only high-quality armor can be built out of light or very light materials. This option is *not* available as a modification; instead, a given suit of armor must be built with light materials or very light materials at the time of creation.

Equipment

High-quality equipment adds a bonus to specific skill rolls. It can add a bonus of +2, +4, +6, +8, or +10 to any skill or combination of skills, but the total bonus of all skills combined cannot exceed +10. The skill bonus *must be directly related to the item in question* (e.g., a tool kit can grant a bonus to Repair or Craft, but it can't add a bonus to Diplomacy). Determine the cost and minimum Craft skill ranks required from the total

skill bonus:

Total Skill Bonus	Min. # Craft Ranks	Cost
+2	6	250
+4	9	500
+6	12	1,000
+8	15	2,000
+10	18	4,000

Example: A technician decides to build a shadowsuit which would provide a +4 bonus to Hide and Move Silently skills. This is a total skill bonus of +8, so he would have to have a minimum of 15 ranks in Craft: Clothing (or whatever the gamemaster thinks is appropriate, such as Craft: Intrusion Equipment) and the total cost would be 2,000 credits.

Cybernetic Implants

A character can have cybernetic implants that provide an enhancement bonus to his ability scores or skills. The cost (including surgery) is outlined below:

Ability Score Bonus	Min. # Craft Ranks	Cost
+1	10	40,000
+2	12	80,000
+3	14	160,000
+4	16	320,000
+5	18	640,000

A skill bonus granted through cybernetic implants costs ten times the amount listed for Equipment, above (e.g., an implant that granted a +2 enhancement bonus to Pilot checks would cost 2,500 credits). The minimum number of Craft ranks required is *also* the minimum number of Profession: Doctor ranks required to perform the surgery.

A character with cybernetic implants is more susceptible to the Dark Side (one theory is that cybernetic implants disrupt and pervert the character's connection with midichloreans, but not all agree about the cause). The Wisdom check DC to avoid falling to the Dark Side is increased by (total of all ability score bonuses) + (total of all skill bonuses divided by 2).

Accessories

Accessories are items that are physically attached to a piece of equipment such as a weapon or a suit of armor. Unlike modifying an item to make it high-quality (above), accessories are often pre-packaged attachments that add to the weight of the item. The total weight of all accessories cannot exceed one-half the base weight of the item. The cost of installing an accessory is trivial (aside from the cost of purchasing the accessory itself), but such an installation has a work value of 100 and a Craft DC of 15 unless otherwise listed in the accessory's description.

Weapon Accessories

Bipod

This can be mounted to any weapon in the Blaster Rifles or Heavy Weapons group. It provides a +2 circumstance bonus to attack rolls with the weapon when the bipod has been prepared (however, if a weapon requires the use of a bipod or tripod, it does not gain this bonus). Preparing a bipod for use is a move-equivalent action, and the following conditions must be met:

- The character must have something to support the weapon. Normally, this requires that the character be prone, kneeling adjacent to a low wall, or standing adjacent to a chest-high wall.
- The character must declare a single 90 degree arc in which he will fire the weapon.

Once the bipod is prepared, the character must remain motionless (no movement, not even a 2-meter step or position change) and only making attacks in the 90 degree arc designated when the bipod was prepared. If the character violates either restriction, the bipod no longer provides the +2 circumstance bonus to hit and must be prepared again as a move-equivalent action. A bipod costs 300 credits and weighs 0.3 kg.

Macroscopic Sights

This is a weapon-mounted scope that magnifies the target, making ranged shots more accurate. All macrosopes have night-vision and infrared capability, effectively granting the benefits of Low-Light Vision and Darkvision (range listed on the chart below). Macroscopic sights are rated by their attack bonus, as shown on the following chart:

Attack Bonus	Spot range	Infrared range	Weight	Cost
+1	10 m	50 m	0.8 kg	1,000
+2	20 m	100 m	1.0 kg	2,000
+3	40 m	200 m	1.4 kg	4,000
+4	80 m	400 m	2.2 kg	8,000
+5	160 m	600 m	3.8 kg	16,000

- **Attack Bonus:** This is an equipment bonus to attack rolls with the weapon.
Note: This bonus only applies if the character makes *one* attack in that round and he cannot have moved more than a 2-meter step in the last round (i.e., if he took a normal move, a double move, or a run last round or this round, the attack bonus does not apply).
- **Spot Range:** The range increment for each -1 to Spot checks. Unaided Spot checks are -1 per 4 meters.
- **Infrared Range:** The maximum range at which a character using the macroscopic sights has the benefits of Darkvision.
- **Weight:** The macroscopic sight's weight in kilograms.
- **Cost:** The macroscopic sight's cost in credits. While +1 and +2 macroscopes are commonly available to hunters, +3 macroscopes often require registration and a fee, +4 macroscopes require a license (and comprehensive background check), and +5 macroscopes are usually illegal to anyone but police and the military.

The Spot range increment, Low-Light Vision, and Darkvision benefits only apply under the following conditions:

- If spending an action to specifically look for a target (this is a full-round action)
- If covering a specific area (as per a Readied action, in which case the character may make the improved Spot check as a free action to determine if he notices the target when he appears)
- If making an attack with the weapon that is eligible for the *Attack Bonus* outlined above.

Macroscopic sights can be mounted in conjunction with targeting rangefinders (see below).

Retractable Stock - based on a suggestion by John Phelps

A retractable stock allows for a better range increment while extended at the expense of increased bulk. Extending or collapsing a retractable stock is a move-equivalent action. This accessory has a different effect on Medium and Large weapons, and it can only be added to weapons in the Blaster Rifles group.

Medium Weapons

Adding a retractable stock to a Medium-sized weapon costs 500 credits and adds 0.5 kg to the weapon's weight. When collapsed, use the weapon's normal statistics. When extended, the weapon becomes Large-sized (a Medium-sized creature must use both hands to fire it) and its range increment is increased by 50%.

Special Note: Blaster Rifles. Blaster rifles and sporting blaster rifles already include a retractable stock. When the stock is collapsed, blaster rifles and sporting blaster rifles have a range increment of 20 meters and they are Medium-sized weapons. When the

stock is extended, blaster rifles and sporting blaster rifles have a range increment of 40 meters and they are Large-sized weapons.

Large Weapons

Converting a Large-sized weapon so its stock is retractable costs 1,000 credits but adds no weight to the weapon. When extended, use the weapon's normal statistics. When collapsed, the weapon becomes Medium-sized and its range increment is halved.

Special Note: Removing a stock. The stock (or retractable stock) on blaster rifles, sporting blaster rifles, or Large-sized weapons can be completely removed at no cost, permanently applying the affects of a collapsed stock (above) in addition to reducing the weapon's weight by 1 kg. This is occasionally done to make a weapon more concealable and it is usually illegal.

Selective Fire

Selective fire allows a weapon to fire in all three modes: Normal (one attack), Multifire, and Autofire. Normally, blasters (except repeating blasters) can only fire normally or in multifire mode, while repeating blasters can only fire in multifire or autofire modes. This costs 500 credits and adds no weight to the weapon. This is usually an illegal modification.

Silencer

A silencer is a small cylindrical device attached to the barrel of a slugthrower. It muffles the sound of the gunshot, forcing a Listen check (DC 15, modified by range and intervening obstacles such as walls) to notice it. As such, they are preferred by SpecForce Infiltrators, assassins, espionage agents, and others who need the ability to eliminate a target quickly and quietly. Normally, a gunshot or blaster shot can be heard at a range of up to 250 meters with a Listen check (DC 10). An example of a silencer is the Merr-Sonn NonSonic. A silencer costs 1,200 credits, weighs 0.2 kg, and is illegal.

Targeting Rangefinder

This device, when mounted on a ranged weapon, halves all penalties for range (i.e., -1 per range increment instead of -2). The targeting rangefinder weighs 0.5 kg and costs 3,000 credits.

Armor Accessories

Just about any equipment or weapon can be added to a suit of armor, provided that the total weight of all such added equipment does not exceed half the original weight of the armor. However, making such equipment available "hands-free" (such as the comlink or MFTAS systems in a stormtrooper's helmet) doubles the cost of the equipment by itself. Such additions are Craft DC 15 and have a work-value of 100.

Strength Enhancement

Armor can include servos that enhance the wearer's Strength. The cost, weight, and alterations to the maximum dexterity bonus and armor check penalty is outlined below:

Strength Bonus	Cost	Weight	Max Dex Bonus	Armor Check Penalty
+2	8,000	5 kg	-3	-2
+4	16,000	10 kg	-4	-3
+6	32,000	20 kg	-5	-4
+8	64,000	40 kg	-6	-5
+10	128,000	80 kg	-7	-6

Maximum Dexterity bonus can never be reduced below +0.

Environmental Protection

Armor can provide a Fortitude saving throw bonus against hostile environments. It can also be designed to resist a specific environment (e.g., cold, heat, radiation). The cost, weight, and alteration to maximum Dexterity bonus is outlined below:

Fort bonus (all env.)	Fort bonus (one env.)	Cost	Weight	Max Dex Bonus
+2	+4	500	2 kg	-1
+4	+8	1,000	4 kg	-2
+6	n/a	2,000	8 kg	-3
+8	n/a	4,000	16 kg	-4
+10	n/a	8,000	32 kg	-5

Maximum Dexterity bonus cannot be reduced below +0. The total of all Fortitude save bonuses cannot be increased above +10.

Modifications for Vehicles and Starships

Vehicles and starships can also be modified and even have completely new systems installed. This will require use of the Craft: Vehicles or Craft: Starships skills, as appropriate. The Craft DC for high-quality components (i.e., modifications) is 25 for vehicles, 30 for starfighters and transports, and 35 for capital ships. Note that such modifications are therefore very difficult and will usually require using the "Cooperation" rules on p.69 (+2 circumstance bonus to the lead technician for each assistant who passes a DC 10 check; also, remember that the assistants *may not* "take 10" on this roll).

Size Modifier

This is a special size modifier used for calculating the cost of modification and installation of equipment on vehicles and starships. Multiply this modifier by the base costs listed under each type of modification.

Vehicle Size	Starship Size	Size Modifier
Large	Fine	x2
Huge	Diminutive	x4
Gargantuan	Tiny	x8
Colossal	Small	x16
-	Medium	x32
-	Large	x64
-	Huge	x125
-	Gargantuan	x250
-	Colossal	x500

The size of a vehicle or starship also is a good indicator of how many individuals can work together under the "Cooperation" rules (p.69). The total number of people who can work on a vehicle is equal to the size modifier, above (e.g., up to 500 people can work on a Colossal-sized starship such as an Imperial Star Destroyer, but only two people can work on a Large-sized vehicle such as a landspeeder).

Hull Points

Hull points cost 100 credits x size modifier) for each point. Hull points can never be increased by more than 50% over their original ("stock") level (e.g., a YT-1300 is designed to have 120 Hull Points, so it can never have more than 180 Hull Points by modification). The Craft skill ranks required is determined by the relative increase in Hull Points:

Percentage Increase	Min. # Craft Ranks
up to 10%	4+
up to 20%	6+
up to 30%	8+
up to 40%	10+
up to 50%	12+

Example: Adding 30 Hull Points to a YT-1300 would cost 48,000 credits (30 Hull Points x 100 credits each x 16 size modifier) and this would require a minimum of 8 ranks of Craft: Starships (30 Hull Points is 25% of 120 Hull Points, the base level for a YT-1300, so this falls into the "up to 30%" category).

Shield Points

Shield points cost 100 credits x size modifier for each point. Shield points can never be increased to more than 50% of current Hull Points; however, note that some starships may be *designed* to have more shield points than this (they simply cannot have their shields increased to over 50% of current Hull Points because they are already at the limits of what is technologically possible). The Craft skill ranks required is determined by the percentage of Hull Points that the Shield Points would make up:

Percentage of Hull Points	Min. # Craft Ranks
up to 10%	4+
up to 20%	6+
up to 30%	8+
up to 40%	10+
up to 50%	12+

The shield generators take up an amount of cargo space equal to (size modifier x percentage of hull points) tons. If the vehicle or starship already has shields, the cargo space occupied is equal to (size modifier x (new percentage of hull points - original percentage of hull points)) tons. If the vehicle or starship does not have enough cargo space (as is often the case for starfighters) or the owner does not wish to reduce the cargo space, this increases the minimum number of Craft ranks required by 6.

Example: A technician decides to add 60 points of shields to an otherwise unmodified YT-1300. This will cost 96,000 credits (60 points x 100 credits x 16 size modifier), requires a minimum of 12 ranks of Craft: Starships skill (60 shield points is 50% of 120 hull points), and will take up 8 tons of cargo space (16 size modifier x 50%). If the technician does not want to lose those eight tons of cargo capacity (or it is otherwise unavailable), the technician would need a minimum of 18 ranks of Craft: Starships (12 is the normal minimum + 6 for not using any cargo space).

Improved Damage Reduction

A vehicle or starship can have its DR increased by 5 points (maximum) for a cost of 8,000 credits multiplied by the vehicle or starship's size modifier. It requires a minimum of 12 ranks of the appropriate Craft skill.

Speed (Vehicles only)

The difficulty of increasing a vehicle's speed is determined by the percentage increase over the vehicle's original speed, as per the chart below:

Speed Increase	Cost	Min. # Craft Ranks
+20%	125	4+
+40%	250	5+
+60%	500	6+
+80%	1000	7+
+100%	2000	8+

No vehicle can have its speed increased by more than +100% (i.e., doubled) over its original speed. The cost is multiplied by the size modifier for the vehicle.

Maximum Speed (Starships only)

The maximum speed of a starship can be increased by one category (e.g., from Cruising to Attack, or from Attack to Ramming) for a cost of 2,000 credits x the starship's size modifier. This requires a minimum of 8 ranks of Craft: Starship skill, and a starship can only be modified to move one speed category faster than its original design allowed. Also, there are the following restrictions (from p.176):

- *Ramming speed* is only available for starships that are Small or lesser size.
- *Attack speed* is only available for starships that are Large or lesser size.

Hyperdrive (Starships only)

A starship's hyperdrive can be enhanced, up to a maximum Hyperdrive multiplier of x1/2. The cost and minimum number of Craft: Starships ranks required is listed on the chart below:

Hyperdrive	Cost	Min. # Craft Ranks
x3	500	6+
x2	1,000	7+
x3/2	2,000	8+
x1	4,000	9+
x3/4	8,000	10+
x2/3	16,000	11+
x1/2	32,000	12+

The cost is multiplied by the starship's size multiplier. The hyperdrive takes up cargo space equal to (starship's size modifier) / (hyperdrive multiplier) / 2. If the starship already had a hyperdrive, it takes up cargo space equal to (starship's size modifier) / (new hyperdrive multiplier - original hyperdrive multiplier) / 2. If the vehicle or starship does not have enough cargo space (as is often the case for starfighters) or the owner does not wish to reduce the cargo space, this increases the minimum number of Craft ranks required by 6.

Maneuverability

A starship or vehicle can be designed to grant a bonus to Pilot rolls. This is calculated as per "High-Quality Equipment" (above), multiplied by the vehicle or starship's size modifier.

Sensors

A starship or vehicle can be designed to grant a bonus to Computer Use rolls for using sensors. This is calculated as per "High-Quality Equipment" (above), multiplied by the vehicle or starship's size modifier and divided by 2.

Sensor Masks

A starship or vehicle can have a sensor mask which increases the DC of Computer Use checks to detect it with sensors. This is calculated as per "High-Quality Equipment" (above, with the "Skill Bonus" being the increase in sensor difficulty for an opponent), multiplied by the vehicle or starship's size modifier x 20. Sensor masks are illegal for non-military starships and vehicles.

Modified Weapons

Vehicle and starships can have high-quality weapons systems. Bonuses to attack or to damage are both available, as per "High-Quality Weapons" (above), multiplied by the vehicle or starship's size modifier.

Exception: If modifying a "point-defense weapon" on a capital ship, multiply the cost by x32 (the Medium size modifier) instead of the starship's size modifier.

Installing New Weapons

Vehicles and starships can also have new weapons installed. A list of sample weapons is on the table below:

Starship Weapons

Weapon	Damage	Fire Control	Maximum Range	Cost	Tons
Light blaster cannon	2d10x2	+2	Short	2,500	2
Heavy blaster cannon	3d10x2	+2	Short	3,750	3
Light laser cannon	4d10x2	+4	Short	5,000	4
Medium laser cannon	5d10x2	+4	Short	7,500	5
Heavy laser cannon	6d10x2	+4	Short	10,000	6
Light turbolaser	3d10x5	+6	Long	30,000	15
Medium turbolaser	5d10x5	+6	Long	60,000	25
Heavy turbolaser	7d10x5	+6	Long	120,000	35
Light ion cannon	Special	+4	Short	5,000	4
Heavy ion cannon	Special	+6	Medium	20,000	10
Proton torpedo launcher (6 torpedoes)	9d10x2	+4	Point-Blank	7,500	4
Light concussion missile launcher (6 missiles)	8d10x2	+4	Point-Blank	5,000	3
Medium concussion missile launcher (12 missiles)	5d10x5	+6	Medium	10,000	10
Heavy concussion missile launcher (24 missiles)	9d10x5	+8	Medium	40,000	20
Light tractor beam	Special	+4	Point-Blank	10,000	15
Heavy tractor beam	Special	+6	Short	40,000	60

Vehicle Weapons

Weapon	Damage	Fire Control	Range Increment	Cost	Tons
Light blaster cannon	4d8	+2	40 meters	4,000	0.04
Medium blaster cannon	6d8	+2	80 meters	6,000	0.06
Heavy blaster cannon	3d10	+2	100 meters	8,000	0.4
Light laser cannon	4d10	+4	150 meters	12,000	0.6
Medium laser cannon	5d10	+4	200 meters	16,000	0.8
Heavy laser cannon	6d10	+4	300 meters	24,000	1.2
Concussion grenade launcher (30 carried)	3d10/2d10	+4	20 meters (six increments max)	2,000	0.02
Concussion missile launcher (6 missiles)	4d8/2d8	+4	300 meters	6,000	0.6

The cargo space and cost required is increased if the weapon will be able to fire in more than one arc:

- *Two arcs*: +50% cargo space, +25% cost
- *Three arcs*: +100% cargo space, +50% cost
- *Four arcs*: +200% cargo space, +100% cost

There is no minimum number of Craft ranks required for such an installation *unless* the owner does not wish to use up the required number of tons of cargo space. In that event, the minimum number of Craft ranks required is equal to (tonnage of new weapon + 8) / 2, rounded down. Installing a new weapon has no extra cost beyond that of the weapon, but it does require a Craft check (DC 20 for vehicles, DC 25 for starfighter and transports, and DC 30 for capital ships) and it has a "work-value" of 100.

Special Note on Weapons: Many weapons are going to be restricted or illegal, requiring at the very minimum extra permits and licenses to own them. Some may only be available on the black market, as determined by the gamesmaster.

Miscellaneous Equipment

These are other items that can be added to a starship or vehicle. Installing a new piece of equipment has no extra cost beyond that of the equipment, but it does require a Craft check (DC 20 for vehicles, DC 25 for starfighter and transports, and DC 30 for capital ships) and it has a "work-value" of 100.

Hidden Cargo Compartments

A maximum of 20% of your total cargo capacity can be converted into hidden cargo compartments (e.g., a YT-1300 can have no more than 20 tons of cargo turned into hidden cargo compartments). This costs 400 credits for every ton of hidden cargo compartment, and each ton takes up five tons of normal cargo space. Hidden cargo compartments can be made scanner resistant as well; for each ton so protected, look up the cost and minimum Craft DC required under "High-Quality Equipment," with the skill bonus being applied as an increase to the DC for Search attempts (e.g., making 1 ton of cargo scanner resistant with a +2 modifier to Search DC would cost 250 credits and require a minimum of 6 ranks of an appropriate Craft skill).

If you do not wish to lose any cargo capacity in the conversion process (i.e., converting one ton of normal cargo into one ton of hidden cargo compartments), this raises the minimum number of Craft ranks required by 4 (non-scanner-resistant cargo compartments that do not take up extra cargo space would, therefore, require a minimum of 4 ranks of Craft).

Automatic Cargo Jettison

This allows the pilot of a vehicle or starship (usually a tramp freighter converted for smuggling purposes) to jettison his cargo as a free action. The cargo jettison can either

be one that must be intentionally activated or it can be a "dead-man switch" (i.e., if the owner is not holding the override after a preset amount of time, it will jettison automatically). This costs 10 credits per ton so equipped to install.

Passenger Conversion

Cargo vehicles can be converted to carry more passengers. The amount of cargo space required depends on the type of accommodations installed, shown on the table below:

Accommodations	Tons/Passenger	Cost/Passenger
Seated (coach)	1	50
Seated (first-class)	2	100
Cabin, steerage	5	200
Cabin, standard	10	400
Cabin, first-class	20	1,000
Cabin, luxury	40	10,000

This cost includes the necessary life-support equipment for the extra passengers.

Note: In an emergency, extra passengers can sit on the deck of a ship, occupying one ton each and with no extra cost. However, this will eventually overload the life-support systems and is both unsafe (they aren't strapped in in the event of sudden maneuvers) and illegal.

Hangar

A starship (or very large vehicle) can be designed to carry other vehicles or starships on board in a hangar. The number of tons of cargo space required for each vehicle is outlined on the table below:

Vehicle Size	Starship Size	Tons required
Large	Fine	8
Huge	Diminutive	64
Gargantuan	Tiny	500
Colossal	Small	4000
-	Medium	32,000
-	Large	250,000
-	Huge	2,000,000
-	Gargantuan	16,000,000
-	Colossal	125,000,000

The only cost is 100 x (size modifier for largest starship or vehicle carried) for a hangar door. Note that very few starships are large enough to carry a Large or greater sized starship, but these figures are included because many space stations are large enough to hold such massive vessels.

Escape Pods and Life Boats

A small escape pod (holding 10 people) costs 1,200 credits and takes up 5 tons of cargo. A life boat (holding 20 people) costs 2,500 credits and takes up 20 tons.

Plasma Torch Boarding Device

A plasma torch boarding device is designed for boarding operations. Once the starship or vehicle is physically in contact with its target, it can cut through the hull. This device automatically breaches target's hull in under 30 seconds (1/5th target ship's DR in rounds), then creates a 1-meter wide by 2-meter tall opening in the target's hull after 1 minute (10 rounds), and a boarding tube pressurizes within 30 more seconds (5 rounds) to allow passage into the target. A plasma torch boarding device costs 8,000 credits, but it takes up no cargo space because it is mounted on the outside of the vehicle or starship.

Sensor Decoys

Sensor decoys are designed to confuse an enemy sensor operator by producing a second sensor image identical to your own ship. These cost 1,000 credits, take up 3 tons of cargo each, and they add +6 to the DC for an enemy sensor operator (if he does not beat this higher difficulty, he cannot tell which image is the ship and which one is the decoy).